

**Amendments To the Claims**

Please amend claims 1-15 as follows:

1. (currently amended): A method comprising:

creating a first window movable with respect to a display (movable window) to receive dynamic video content which at least partially overlaps a second movable window on a region of overlap of a-the display;

setting the pixels of the first movable window to a chroma color;

setting background pixels of the second movable window in the region of overlap to the chroma color; and

configuring the second movable window to draw after the first window.

2 (currently amended): The method of claim 1 further comprising:

configuring the first and second movable windows as children of a common parent window.

3 (currently amended): The method of claim 1 further comprising:

configuring the second movable window to receive user interface events.

4 (currently amended): The method of claim 1 in which configuring the second movable window to draw after the first movable window further comprises:

setting the style of the second movable window to transparent.

5. (currently amended): A method comprising:

creating a first window movable with respect to a display (movable window) which at least partially overlaps a second movable window in a region of overlap on a-the display;

configuring the first and second movable windows to move correspondingly to one another;

configuring the first and second movable windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and

rendering dynamic video content only to areas of the region of overlap which have the chroma color

6 (currently amended): The method of claim 5 further comprising:

configuring one of the first and second movable windows to receive user interface events.

7. (currently amended): An article comprising:

a memory having stored thereon instructions which, when executed by a processor, result in

creating a first window movable relative to a display (movable window) to receive dynamic video content which at least partially overlaps a second movable window on a region of overlap of ~~a~~the display;

setting the pixels of the first movable window to a chroma color;

setting background pixels of the second movable window in the region of overlap to the chroma color; and

configuring the second movable window to draw after the first window.

8 (currently amended): The article of claim 7 in which the instructions, when executed by the processor, further result in:

configuring the first and second movable windows as children of a common parent window.

9 (currently amended): The article of claim 7 in which the instructions, when executed by the processor, further result in:

configuring the second movable window to receive user interface events.

10 (currently amended): The article of claim 7 in which the instructions, when executed by the processor to configure the second movable window to draw after the first movable window, result in:

setting the style of the second movable window to transparent.

11. (currently amended): An article comprising:

a memory having stored thereon instructions which, when executed by a processor, result in

creating a first window movable relative to a display (movable window) which at least partially overlaps a second movable window in a region of overlap on ~~a~~the display; configuring the first and second movable windows to move correspondingly to one another;

configuring the first and second movable windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and

rendering dynamic video content only to areas of the region of overlap which have the chroma color.

12 (currently amended): The article of claim 11 in which the instructions, when executed by the processor, further result in:

configuring one of the first and second movable windows to receive user interface events.

13 (currently amended): A system comprising:

a processor;

a memory coupled to the processor by way of a bus, the memory having stored thereon instructions which, when executed by a processor, result in

creating a first window movable relative to a display (movable window) which at least partially overlaps a second movable window in a region of overlap on a display;

configuring the first and second movable windows to have a common parent window;

configuring the first and second movable windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and

rendering dynamic video content only to areas of the region of overlap which have the chroma color.

14 (currently amended): The system of claim 13 in which the instructions, when executed by the processor, further result in:

configuring one of the first and second movable windows to receive user interface events.

15 (currently amended): The system of claim 13 in which the instructions, when executed by the processor to configure the first and second movable windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements, result in:

setting the style of one of the first and the second movable windows to transparent.